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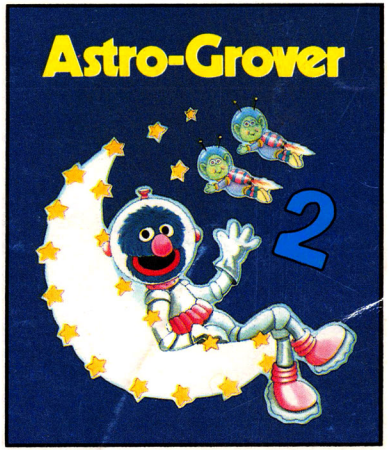
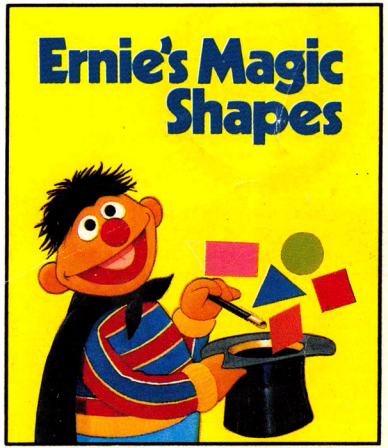
Instruction Booklet

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM





THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM®

THIS SEAL IS YOUR ASSURANCE THAT Nintendo® HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT.

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PRECAUTIONS

- The Game Pak is a precision device. Keep it away from electrical shock and do not use under extreme temperature conditions.
- Do not touch the terminals.
- Avoid exposure to water.
- Do not clean with thinner, benzine, alcohol, or cleaning fluids.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.

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Thank you for buying Sesame Street 1-2-3. Please read this booklet for a complete explanation of each game on this Game Pak.

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SESAME STREET 1-2-3 contains two different games, ***Astro-Grover*** and ***Ernie's Magic Shapes***. To choose one, follow these steps.

- Insert the Game Pak into your Nintendo Entertainment System.
- Turn on the power.
- The Main Menu appears. Press the black arrow key button to choose one of the games. Then press the select or start button to begin play.

NOTE: To return to the Main Menu and select the other game on this Game Pak, press the reset button on your Nintendo Entertainment System.

Look, up in the stars! Is it Little Bird? Is it a Twiddlebug? No...it's Astro-Grover! Help him count the Zips as he welcomes them to planet Earth. So, if you're ready for fun, let's get started!

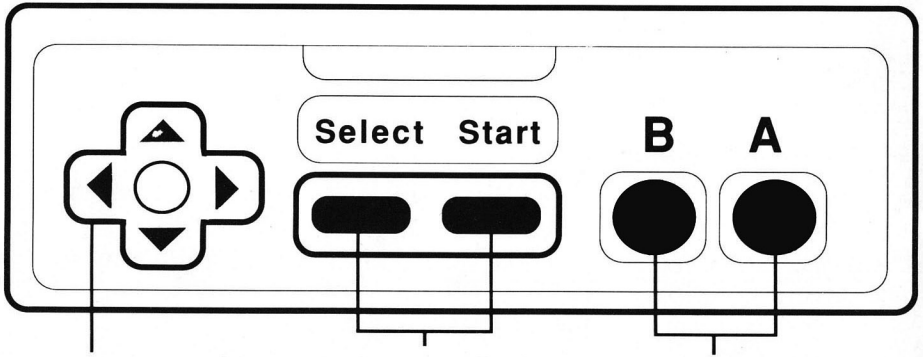
Object of the Game

Count, add and subtract the Zips from the planet Zap while helping Astro-Grover welcome them to Earth.

Parents: ***Astro-Grover*** provides your children with a fun way to use these basic skills:

- Number/numeral correspondence
- Counting
- Addition and subtraction
- Number pattern recognition

When you play ***Astro-Grover*** with your child, you can reinforce these skills by talking about the game as you play. Encourage your child to point and count each Zip and say the total out loud. Say things like, "How many Zips are there now?" or "Are there more or fewer Zips than the last turn?"



To select a number on the number line.

To select a game from the menu screens, or return to the ***Astro-Grover*** Menu from within the game.

Press after a number is selected on the number line.

Astro-Grover contains five different games. They are:

• How Many Zips	Counting
• Beam That Number	Counting
• Adding Countdown	Addition
• Take It Away, Zips!	Subtraction
• Sum Up, Sum Down	Addition and subtraction

To choose one of these games, follow these steps.

- Press the black arrow key button to move Astro-Grover and select one of the games.

- Then press the select or start button to begin play.

NOTE: To return to this Menu from within an ***Astro-Grover*** game, press the black select or start button on your controller.

Blast Off!

LEVEL 1: How Many Zips?

Object: Count the Zips and watch them build the beautiful city.
A shipful of Zips whizzes onto your screen. Whoosh! Zoom! When the ship stops moving, Zips will scoot out. They will zoom to the center of the screen and flash to greet you.

Point to each Zip on the screen. How many do you see?

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

Oops! If you press the wrong key, that's okay, Astropal. You have as many tries as you need to get it right. Count the Zips and press the arrow key button again to select another number.

After a correct answer, the Zips build one part of the city. Then, a new ship of Zips fly out for you to count. Count five groups of Zips in a round to build the entire city, and you're a real whiz!

LEVEL 2: Beam That Number

Object: Match the number on the screen with the correct number of Zips inside Astro-Grover's Astrobeam.

Astro-Grover is ready to send a spaceship into orbit. But, he first must find the number of Zips on the spaceship. How will he do it? He needs your help.

Look at the number inside the spaceship. Watch the beam move.

- When the number of Zips within the beam matches the number in the spaceship, press either red button (A or B).

- If the number of Zips within the beam does not match the number in the spaceship, press the black arrow key button. This will make the beam move again!

You must make four matches to send the ship all the way into outer space and complete the round.

LEVEL 3: Adding Countdown

Object: Count each group of Zips that appears on the screen. Then add the two groups to get the total number of Zips.

The Zips are ready to return to the planet Zap. But only you can beam them aboard their ship. Get ready, Astropal!

The first group of Zips scoot out and are flashing on your screen. How many do you see?

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

Zowie, you got it! The Zips will zoom onto the launch pad and the correct answer will flash in the sky.

Now, look again. The second group of Zips has just zoomed on the screen. How many do you see in the second group?

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

The second group of Zips will fly to the pad and the number will flash in the sky again.

Add the two numbers on your screen.

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

Watch the Zips zoom up in their ship, and look out below! You've built one part of the city! There's a new group of Zips awaiting your orders.

When you get the right sum five times in a row, you'll get a new surprise. So, look sharp and keep adding. Add up all the Zips in a round and you've built one Zap-happy city!

Five correct answers will send the ship home, build the city and end the round.

LEVEL 4: Take It Away, Zips!

Object: Count the Zips that appear on the screen. Then subtract the number of Zips that leave and figure out how many Zips are left?

The Zips are out for one last blast before they zoom back to Zap. They're ready for a stellar spin, but they need your help.

Whoosh! A fleet of Zips lands on the screen. How many do you see?

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

Good work, Spacemate! The correct number will appear under the launch pad. What's happening to the fleet? Some of the Zips fly to the right and flash to let you know that they're ready to go!

How do you launch them? Count those flashing Zips.

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

The number will appear under the pad and those Zips will zoom off into orbit! But, you're job is not done. In fact, it's just begun.

How many Zips are left?

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

You got it. The number will appear on the screen and you've built one part of the city. Before you know it, a new fleet of Zips will beam down to you.

Five correct answers will send the ship home, build the city and end the round.

LEVEL 5: Sum Up, Sum Down

Object: Find the right combination of numbers to equal the number on the ship.

Time's almost up. The Zips must leave their buddy, Astro-Grover, and go home to Zap. Before they go, the Zips will fly down to say, "Good-bye, it's been a blast." Can you count the Zips before they reach the city?

There are three beams on the screen. Each one has a number in it. Now look at the number on the Zips's ship. Look at the numbers on the beam bases. Can you find the right combination of numbers to add up to the number on the ship? Look closely. There may be more than one right answer. And, sometimes you may have to select a number more than once.

Find the numbers that add up to the number on the ship. A beam shines up and saves that number of Zips.

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

The sum of the numbers you pressed must equal the number on the ship. If it is less or more than that number, the Zips will move down the screen. Try again.

Four correct answers will send the Zips home to the planet Zap.

Ernie's Magic Shapes provides a playful setting in which children practice visual discrimination, an important preschool skill. Ernie gently points out mistakes, while his infinite patience and the delightful antics of his bunny provide reinforcement and encouragement.

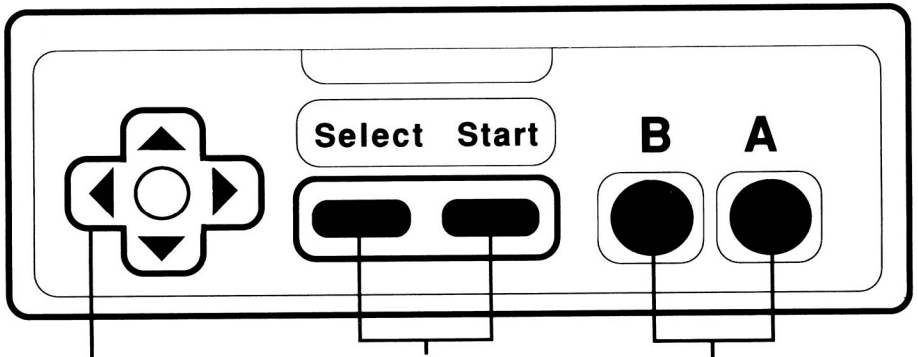
Object of the Activity

Match the colored shapes that appear above Ernie's head with the shapes that appear on the table.

Parents: ***Ernie's Magic Shapes*** provides your children with a fun way to practice these basic skills:

- Shape recognition
- Shape and color matching
- Identifying embedded figures

When you play ***Ernie's Magic Shapes*** with your child, you can reinforce these skills by talking about the game as you play. Encourage your child to point to each shape, trace it on the screen and say its name. Ask questions such as, "What color is that triangle?" or "How many red squares are on the screen?"



To make Ernie place a new shape.

To select a game from the menu screens or return to the ***Ernie's Magic Shapes***' Menu from within the game.

Press when the shapes match.

Ernie's Magic Shapes contains six games. They are:

- Introduction
- Presto Shape-O — Match the shapes
- Abracadabra...Colors! — Match the color
- Zip Zap the Shapes — More shape matching
- Poof Pop the Colors — More color matching
- Shazam! More Shapes — Harder shape matching
- TaDah! What a Figure — Hardest of all

To choose one of these games, follow these steps.

- Press the black arrow key button to move Ernie and select one of the games.
- Then press the select or start button to begin play. The appropriate game screen will appear.

NOTE: To return to this Menu from within ***Ernie's Magic Shapes'*** game, press the black select or start button on your controller.

Magic Time!

Before you can play ***Ernie's Magic Shapes***, you have to decide how hard you want your game to be. Each level is designed to be more difficult than the last. Choose your level and you'll be on your way!

It's Magic!

Who is that on the screen? It's your old buddy Ernie. He's become a magician! When Ernie raises his arm, POOF. A shape picture appears above his head.

What's next? When Ernie turns and waves his magic wand, ZAP. A shape appears. Now comes your job.

Take a look at the shape. Is it the same shape and color as one of the shapes in Ernie's picture?

Here is how you play each of the six games.

Catch the Match!

- Press either red button (A or B) if you think that the shape on the table matches or is a part of Ernie's picture.

Ernie will nod his head yes and zap the shape into place beside his picture when you are correct.

Oops!

If you pressed a red button, but the shape on the table is not in Ernie's picture, your buddy Ernie will tell you that you made a wrong guess.

- Press the black arrow key button to get a new shape when you make a wrong guess.

When you do...POOF! Ernie sends the shape away and a new shape will appear.

Shapes, Away!

- If you decide that a shape on the table is not a part of Ernie's picture, press the black arrow key button.

In a flash, Ernie will wave his magic wand and zap away the old shape, and make a new one appear.

Yikes, you goofed! You pressed the black arrow key button when a shape was in the picture. Don't worry. Ernie will bring back that shape later and you can choose it then.

Get the Picture?

Not every shape Ernie zaps on the table will be part of his picture. So watch those shapes carefully. When you match all of the shapes in the picture, Ernie's magic rabbit will pop onto the screen and hop around. Then, Ernie will wave his magic wand and both shape pictures will disappear. Presto! You are ready for a new challenge.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules., which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Hi Tech Expressions™ warrants to the original consumer purchaser that the ***Sesame Street 1-2-3*** Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-9703. Our Customer Service Department is in operation from 10:00 A.M. to 4:00 P.M. Eastern Standard Time, Monday through Friday.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: N Customer Service Department
   584 Broadway, Suite 1105
   New York, NY 10012

   If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.